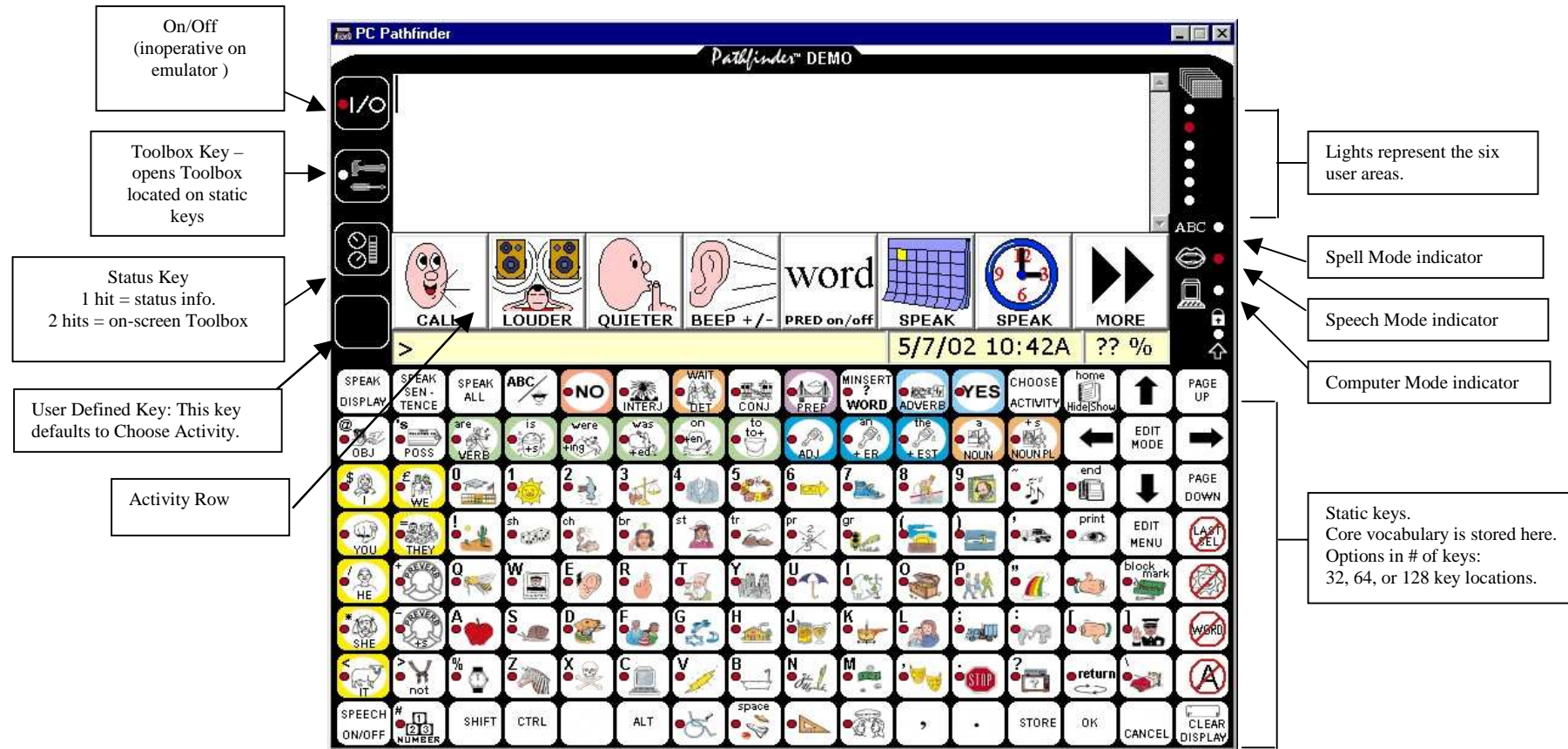


Pathfinder™ Plus Demo Software Quick Reference


The Pathfinder demo (emulator) allows you to experience many of the capabilities of the device based on a Windows®-based PC. This Quick Reference will walk you through the steps to successfully explore our demo software. If you need assistance, call PRC Service at (800) 262-1990.



TOOLBOX:

The Toolbox is available in two locations: 1) If you select the Status Key twice, the Toolbox opens on the screen. 2) If you select the Toolbox Key once, the Toolbox opens in the static key area. (On the device, you must remove the keyguard and printed overlay to access the Toolbox on the static keys.) To close Toolbox, select Toolbox On/Off key.

SPELL MODE/SPEECH MODE:

The fourth key from the left in the top row of the static keyboard has this symbol: . This key toggles between spell mode and speech mode. Word Prediction is available to enhance spell mode.

PATHFINDER VOCABULARIES

The Pathfinder includes a comprehensive set of Unity® vocabularies that are designed to provide smooth transitions as the ability of the user increases. The included Unity vocabularies are described in the following chart:

| Unity | Locations | Sequence | Vocabulary | Vocabulary Formats |
|------------------------------------|-----------|-------------|---|--|
| Pathfinder Unity 128 Single hit | 128 | Single hits | 88; additional 300+ words in activity row | Static core vocabulary Activity row |
| Pathfinder Unity 128 Sequenced | 128 | Sequenced | Approximately 4300 words, phrases, and sentences | Static core vocabulary Activity row |
| Pathfinder Unity 32 Single Hit | 32 | Single hits | 27; extensive additional vocabulary in Activity Row | Static core vocabulary Activity row |
| Pathfinder Unity 32 Sequenced | 32 | Sequenced | Approximately 2000 words, phrases, and sentences. | Static core vocabulary Activity row |

Optional Vocabularies available for Pathfinder include two text based vocabularies, AQLS™ and Word Power™, as well as Easicon™, a vocabulary modeled on Unity but utilizing Mayer Johnson Picture Symbols.

QUICK REFERENCE TO PATHFINDER EMULATOR OPERATION

TOOLBOX OPERATION

Open the on-screen Toolbox by selecting the Status Key twice. It opens to 24 items. The first five items in the top row control functions, such as Speech On/Off and Volume Up or Volume Down. The remaining 19 locations access menus. The menus are in alphabetical order, with a few exceptions. All menus function in a similar manner. On each menu, locations 1 through 6 represent potential settings or functions. Locations 7, 8, and 9 offer “More Items,” “OK,” and “Cancel.” If a menu does not contain the locations described here, look for a prompt in the top line of the screen that indicates what to do.

BRIEF DESCRIPTION OF FREQUENTLY USED MENUS IN THE TOOLBOX

ACTIVITY MENU allows the creation and customization of activities for the Activity Row.

FEEDBACK MENU offers adjustment visual and auditory properties, such as brightness, text size, and activation feedback.

REVIEW VOCABULARY MENU is used to review vocabulary stored in the Pathfinder. This menu is also used to turn on DATA LOGGING for Language Activity

Monitoring. See the AAC Institute web site at www.aac institute.org for details on the Language Activity Monitor.

SELECTION TECHNIQUE MENU offers a variety of access options, plus fine-tuning for the selection technique in use.

SPEECH MENU is where the voice is selected and fine-tuned.

STORE CORE MENU is used to add customized vocabulary to the core vocabulary located in the static key area.

USER AREA MENU is used to move among the six user areas and to change the number of key locations on the static key area. Different vocabularies can be stored in the six user areas.

BASIC OPERATING INSTRUCTIONS

TO SPEAK:

The Pathfinder emulator should be in **SPEECH MODE**, which is indicated by the red light at the lip icon at the right side of the screen. If this light is on and it still does not speak, open the on-screen Toolbox and check to be sure **SPEECH** is ON and **VOLUME** is UP. If the emulator has been used for more than 120 days, you will receive a message that the DecTalk Synthesizer has expired. The emulator will continue to function fully, but will no longer talk.

TO SPELL:

The Pathfinder emulator should be in **SPELL MODE**, which is indicated by the red light at the ABC icon on the right side of the screen. The Key in top row toggles between **SPELL MODE** and **SPEECH MODE**. **WORD PREDICTION** can be turned on or off in the Toolbox.



TO STORE MESSAGES:

1. Select the Status Key twice to open the on-screen Toolbox.
2. Select **STORE CORE** in the bottom row.
3. Follow the prompt at the top of the screen.
4. Select **OK**.
5. Select **SPELL TEXT FOR MESSAGE**.
6. Spell the message, followed by a space.
7. Select **OK** twice.

TO ERASE CORE VOCABULARY:

1. Select the Status Key twice to open the on-screen Toolbox.
2. Select **ERASE CORE** in the bottom row.
3. Follow the prompt at the top of the screen.
4. Select **OK**.
5. When asked if you want to erase the sequence, select **YES**.

TO CHANGE PRONUNCIATION:

1. Select the Status Key twice to open the on-screen Toolbox.
2. Select **SPEECH MENU**.
3. Select **MORE ITEMS**.
4. Select **SPEECH DICTIONARY**.
5. Select **ADD A WORD**.
6. Enter the proper spelling.
7. Select **OK**.
8. Spell the word the way you want it to be pronounced. Use **SPEAK DISPLAY** to hear the word.
9. Select **OK** until you exit the menu.

TO CREATE AN ACTIVITY:

1. Select the Status Key twice to open the on-screen Toolbox.
 2. Select **ACTIVITY**.
 3. Select **CREATE ACTIVITY**.
 4. Spell the name for the activity. Select **OK**.
 5. Choose an icon to represent the activity, either by choosing from the categories provided, or "Spell icon to find."
 6. The first key of the activity row is now highlighted. Select **SPELL TEXT FOR MESSAGE**.
 7. Type the message. Select **OK**.
 8. Select **CHANGE ICON**. Choose an icon for the message.
 9. Select **CHANGE LABEL** to change the name of the icon.
 10. Repeat steps 6 through 9 for each location in the activity.
 11. Select **OK** until you exit the menu.
- Note: In the **ACTIVITY MENU**, **HIDE/SHOW** determines whether the activity appears in the activity row.



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